




INSTRUCTIONAL ANALYSIS: VOICE Skill: 1.3 (3 of 5)

1. VOICE GOAL ANALYSIS/SKILL ANALYSIS	
Learn to identify , select and program a VOICE on a NC/TC/Fusion	
STRAND:	VOICE/EMPOWER
DOMAIN:	Motivational
Objective:	Given an interactive booklet, participant will identify different Voices

Skill (3 of 5)	
1.3	Observe famous augmented speakers and Saltillo child using devices

1.3 INFORMATION PRESENTATION: (booklet and interactive booklet): PRIMARY ERROR: PRESENT TOO MUCH INFORMATION	Page 3: Digital Voices Video: Short clip of Stephen Hawking Video: Joe the cute kid using a Saltillo device to participate in activity. Consider closed caption titles defining vocabulary, voice etc. i.e. <i>(NOVA chat device with Child voice synthesizer)</i>
1.3 STUDENT PARTICIPATION:	Participant will click on videos to watch.
1.3 FEEDBACK:  -page visit	When page has been visited, an animated heart will appear. Also links to Saltillo COACH site will be on each page
1.3 MEASUREMENT/EVALUATION  woman avatar	 When person has viewed page, heart will appear on page-(see assigning 'Stages' Storyline1 software). Can heart be animated/Speak? If all pages explored (5 hearts) then animated avatar pop up and say "Woo Hoo, want to know more? Or "Click Here and Listen to First Man on the Moon"- some reward that is related to voice-.
1.3 STUDENT PARTICIPATION PLATFORM:	Printed booklet Interactive Power Point Booklet (Storyline software) <ul style="list-style-type: none"> • Sound clips • .mov's • Simulation • Linking to emulators?